

TCP-FRIENDLY MARKERS AND METHODS USING TOKEN BUCKETS

Haitao Wu

Keping Long

5

Shiduan Cheng

Jian Ma

Qian Wang

Runtong Zhang

10

ABSTRACT

Systems and methods are disclosed for marking a packet with a precedence value in a TCP-friendly way. One system and method marks packets with a precedence value based on a probability function. Another system and method marks packets with one of three precedence values based on network traffic but enables interleaving of differently marked packets when a certain number of packets have been successively marked with a low or medium precedence value.

15